
Subject: Could someone help me?

Posted by [Anonymous](#) on Mon, 13 Jan 2003 23:29:00 GMT

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Wel, i'm trying to make a "disable vehicles" mod for my snipers only game, i have everything i need but i don't know how to use gmax or the kit that ww provided me, help? I think that i only need to alter some files, i don't need new textures.

Subject: Could someone help me?

Posted by [Anonymous](#) on Tue, 14 Jan 2003 05:01:00 GMT

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you just want to turn off all vehicles and just leave the snipers on???

Subject: Could someone help me?

Posted by [Anonymous](#) on Tue, 14 Jan 2003 06:24:00 GMT

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If you want no vehicles (including no harvester I believe) then don't put in Weapons Factory and Airstrip building controllers. Then the vehicles will be called 'unavailable' in game. There's other ways to disable vehicles as well, but it depends how much work you want to do. It involves changing purchase settings which can be done differently for a .pkg and .mix file. Are you changing a map you've made or official Westwood maps? I've created a snipers only map pack using westwood's maps. You may just want to use that for games. [January 14, 2003, 06:30: Message edited by: NeoSaber]

Subject: Could someone help me?

Posted by [Anonymous](#) on Tue, 14 Jan 2003 06:42:00 GMT

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or just use my SniperMod www.laeubi.de/mods it exactly does that what you want. If you would make it your own, feel free to contact me. A Version with an english description is hosted by Spudsclan: <http://www.spudsclan.com/Modders.htm>

Subject: Could someone help me?

Posted by [Anonymous](#) on Tue, 14 Jan 2003 09:15:00 GMT

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Thanks laubi, i really needed that Mod, asses are constantly destroying my snipers only games. I'll give you 5 stars!

Subject: Could someone help me?

Posted by [Anonymous](#) on Tue, 14 Jan 2003 09:54:00 GMT

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btw. is there a snipe-only mod that works in the demo?

Subject: Could someone help me?

Posted by [Anonymous](#) on Tue, 14 Jan 2003 09:55:00 GMT

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the renegade demo?

Subject: Could someone help me?

Posted by [Anonymous](#) on Tue, 14 Jan 2003 11:53:00 GMT

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Seems obvious
